Amendments to the Claims:

The Listing of Claims (pages 6–14) replaces all prior Listings of Claims in the application.

All prior claims 1–36 have been canceled without disclaimer.

New claims 37–51 have been added to the Listing of Claims to more clearly define the invention.

Claims 37–51 are now pending.

Listing of Claims:

Claims 1-36 (Canceled)

37.   (New)   A method for use in a multi-player game system having a first game apparatus operated by a first player and a second separately housed game apparatus operated by a second player, the method comprising the steps of:

(a)   generating in said first and second game apparatus polygon vertex data that represent shapes of a 3-dimensional first player-controlled object controlled by said first player and moving in a simulated 3-dimensional game world that contains a simulated passageway between first and second portions of said game world;

(b)   rendering said polygon data to generate pixels that represent said first player-controlled object from variable viewpoints for display on a display device;

(c)   generating digital location data in said first game apparatus that specify variable locations of said first player-controlled object in said game world;

(d)   initiating transmission of said location data from said first game apparatus through a first data transmission link to said second game apparatus;

(e)   initiating transmission of data from said first game apparatus through said data transmission link to said second game apparatus to cause said second game apparatus to send first status data through said data transmission link to notify said first game apparatus of availability of said simulated passageway for use by said first player-controlled object;

(f)   receiving said first status data from said second game
      apparatus through said data transmission link that indicates
      to said first game apparatus that said simulated passageway
      is unavailable for use by said first player-controlled
      object;

(g)   storing said first status data in said first game apparatus
      as attribute data having a value of unavailable for said
      simulated passageway;

(h)   receiving second status data from said second game
      apparatus through said data transmission link that indicates
      to said first game apparatus that said simulated passageway
      is available for use by said first player-controlled object;

(i)   changing said value of said attribute data from unavailable
      to available for said simulated passageway in accordance
      with said second status data;

(j)   generating picture data for display on said display device
      that represents said first player-controlled object making
      use of said simulated passageway after said first game
      apparatus has determined from said attribute data that said
      simulated passageway is available for use by said first
      player-controlled object; and

(k)   initiating transmission of notification data from said first
      game apparatus through said data transmission link to notify
      said second game apparatus that said first player-controlled
      object has completed use of said simulated passageway.

38. The method of claim 37, wherein said simulated passageway
    is any from the group comprising: door, doorway, entrance,
    entranceway, entryway, gate, gateway, hatch, tunnel,
    ingress, egress, opening, inlet, accessway, passage, portal,
    exit, cave, other passageway, and a combination thereof.

39. The method of claim 37, wherein said data transmission link
    comprises any transmission means from the group comprising:
    wireless transmission, transmission through the Internet,
    transmission through a telephone network, transmission
    through an Internet server.

40. The method of claim 37, wherein said data transmission link
    comprises transmission through an Internet server that also
    provides instant messaging for communication of messages
    between registered players.

41. The method of claim 37, wherein said display device is an
    LCD device.

42. The method of claim 37, further comprising the step of
    generating control data in a touchscreen on a portable game
    system to control movements of said player-controlled
    object.

43. The method of claim 37, further comprising the step of

generating control data in a touchscreen on a portable game system to control access to said passageway.

44. The method of claim 37, further comprising the step of transmitting game data from said first game apparatus to a portable game system to display a portion of said 3-dimensional world from a 3-dimensional viewpoint in said simulated game world.

45. The method of claim 37, further comprising the step of downloading at least one program from one of said game apparatus for execution in a portable game system.

46. (New) A method for use in a multi-player game system having a first game apparatus operated by a first player and a second separately housed game apparatus operated by a second player, the method comprising the steps of:

(a) generating in said first and second game apparatus polygon vertex data that represent shapes of a 3-dimensional first player-controlled object controlled by said first player and moving in a simulated 3-dimensional game world that contains a simulated passageway between first and second portions of said game world;

(b) rendering said polygon data to generate pixels that represent said first player-controlled object from variable viewpoints for display on a display device;

(c) receiving first status data from said second game apparatus through said data transmission link to said first game apparatus that indicates that said simulated passageway is unavailable for use by said first player-controlled object;

(d) storing said first status data in said first game apparatus as attribute data having a value of unavailable for said simulated passageway;

(e) initiating transmission of notification data from said first game apparatus through a data transmission link to said second game apparatus to notify said second game apparatus that said simulated passageway is required for use by said first player-controlled object;

(f)   receiving second status data through said data transmission
      link from said second game apparatus that indicates to
      said first game apparatus that said simulated passageway is
      available for use by said first player-controlled object;

(g)   changing said value of said attribute data from unavailable
      to available for said simulated passageway in accordance
      with said second status data;

(h)   generating picture data for display on said display device
      that represents said first player-controlled object making
      use of said simulated passageway after said first game
      apparatus has determined from said attribute data that said
      simulated passageway is available for use by said first
      player-controlled object; and

(i)   initiating transmission of notification data from said first
      game apparatus through said data transmission link to notify
      said second game apparatus that said first player-controlled
      object has completed use of said simulated passageway.

47. (New) A computer readable data storage medium for use with a first game apparatus that communicates through a data transmission link with at least a second game apparatus, said first game apparatus having a first processor that generates picture data that represents a simulated passageway between portions of a simulated 3-dimensional game world populated with at least one player-controlled simulated object for display on a first display device, the data storage medium storing game program instructions comprising;

(a) executable instructions that cause said first processor to initiate transmission of data through said data transmission link to said second game apparatus to cause said second game apparatus to send first status data through said data transmission link to said first game apparatus regarding availability of said simulated passageway for passage of said player-controlled simulated object;

(b) executable instructions that cause said first processor to receive said first status data through said data transmission link from said second game apparatus that indicates that said simulated passageway is unavailable for passage of said player-controlled simulated object;

(c) executable instructions that cause said first processor to store said first status data in said first game apparatus as attribute data having a value of unavailable for said simulated passageway;

(d)   executable instructions that cause said first processor to receive second status data through said data transmission link from said second game apparatus that indicates that said simulated passageway is available for passage of said player-controlled simulated object after receipt of said first status data by said first processor;

(e)   executable instructions that cause said first processor to change said value of said attribute data from unavailable to available for said simulated passageway in accordance with said second status data;

(f)   executable instructions that cause said first processor to generate picture data representing said player-controlled object making use of said simulated passageway after said first processor has determined from said attribute data that said simulated passageway is available for use by said first player-controlled object; and

(g)   executable instructions that cause said first processor to initiate transmission of third status data through said data transmission link to notify said second game apparatus that said player-controlled simulated object has completed passage of said simulated passageway.

48.   (New)   The data storage medium of claim 47, wherein said data storage medium is from the group comprising: an optically coded medium, a semiconductor memory, and a magnetic data storage medium.

49. (New)   The data storage medium of claim 47, wherein said
data storage medium is a writable data memory into which
said game program instructions are downloaded from a
separately housed system.

50. (New)   The data storage medium of claim 47, wherein said
first game apparatus is from the group comprising: video
game system, handheld game system, computer, and a
combination thereof.

51. (New)   The data storage medium of claim 47, wherein said
data transmission link comprises one from the group of:
a computer, the Internet, a network server, wire transmission,
wireless transmission, video game system, and a combination
thereof.